

## Sample file for CSE599s

Lecturer: Brendan McMahan or Ofer Dekel

Scribe: Your Name Here

## 1 Introduction and notes on style

This sample shows how to use the cse599s style file. A few pointers on style:

- Please write your notes in complete sentences, including correct punctuation for called out equations. For example, the definition of regret is

$$\text{Regret} = \sum_{t=1}^T f_t(w_t) - \min_{u \in W} \sum_{t=1}^T f_t(u).$$

Notice the period at the end of the above sentence!

- Use `\text` for text inside of equations, or better define a newcommand using `\operatorname`. Compare

*Regret* to Regret.

- Use the macros defined in this sample file, e.g., `\Regret`, `\argmin`, `\R`, etc.
- Try Googling “how to write math” for more good advice; this is good place to start: <http://erickson.sites.truman.edu/files/2012/04/guide1.pdf>.

## 2 Notation

We will typically use the following notation. Don't worry if you don't know what these all mean yet.

symbol	meaning
$t \in \{1, \dots, T\}$	There are $T$ total rounds, and $t$ is the index of the current round.
$w_t \in \mathbb{R}^n$	The feasible point selected by the algorithm on round $t$ .
$n$	The dimension of the feasible set.
$w_{t,i} \in \mathbb{R}$	The $i$ th coordinate of $w_t$ , with $i \in \{1, \dots, n\}$ .
$\mathcal{W} \subseteq \mathbb{R}^n$	A convex set of feasible points, from which $w_t$ is chosen.
$f_t : \mathcal{W} \rightarrow \mathbb{R}$	A convex loss function selected by the adversary on round $t$ .
$g_t \in \mathbb{R}^n$	The gradient of the current loss function at $w_t$ , so $g_t = \nabla f_t(w_t)$ .
$R : \mathcal{W} \rightarrow \mathbb{R}$	A strongly convex regularization function.
$(x_t, y_t)$	Feature vector $x$ (usually in $\mathbb{R}^n$ ), and label $y \in \mathbb{R}$ .
$h \in \mathcal{H}$	Hypothesis $h$ from the set of possible hypotheses $\mathcal{H}$ .
$\hat{y}_t$	Predicted label for $x_t$ , for example $\hat{y}_t = h(x_t)$ .

## 3 Online learning is fun

**Theorem 1.** *My algorithm works.*

*Proof.* I have proof. □

## References

- [1] N. Cesa-Bianchi and G. Lugosi, “Prediction, Learning, and Games”, *Cambridge University Press*, 2006.